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VALIANT VOICE™

VOLUME NUMBER ONE
ISSUE NUMBER EIGHTEEN

DR. MIRAGE TEAMS UP WITH TV STAR WALT WILLEY

Walt Willey, television star, artist, stand-up comedian—and now, comic book hero! Walt Willey, who plays Jackson Montgomery on ABC's *All My Children*, will guest star in Valiant's *Second Life of Dr. Mirage* #13, shipping in August. Walt will be introduced in the book as Dawn Mirage's old college roommate, on the run and in big trouble! The soap opera star worked with series writer and Valiant Editor-in-Chief Bob Layton, as well as series penciller Bernard Chang on the concept and story for this special issue. Walt also appears on the cover of *Dr. Mirage* #13, looking very debonair in a white tuxedo and flanked by regular series heroes Dr. Dawn Mirage and Carmen Mirage.

Walt is being hunted by an evil mystic cult which is after a mysterious tattoo on his hand, leaving Walt no choice but to turn to Dr. Mirage for help. Dawn and his beautiful wife Carmen are considered the world's top paranormal investigators. Together, the three of them discover the secret of Walt's tattoo and use all the skills and powers at their disposal to fight the crazed cultists.

"I've always been a big comic fan," said Walt Willey when asked about his newest 'starring role'. "It was great fun to work with Bob Layton, Bernard Chang, and all the people over at Valiant. Bob, Bernard and I worked together to come up with the story. All the 'facts' revealed about me in *Dr. Mirage* are true, with the possible exception of being chased by a mystic cult," laughed Walt. "I got the biggest thrill when I saw Bernard's first drawings of me. I thought, 'It looks just like me. We're really going to do it.' This August I'm going to be in a comic book!"

Besides starring in *The Second Life of Dr. Mirage* #13, Walt Willey appears on *All My Children* as charming lawyer entrepreneur Jackson Montgomery. Walt's popularity and quick wit landed him a job co-hosting the 1993 Annual Daytime Emmy Awards along with Susan Lucci. Walt has appeared on stage in shows as divergent as *Frankenstein* and *Barefoot in the Park*. He is certified in stage combat. Currently, Walt has been doing stand-up comedy, pursuing his interest in art, and writing a children's book.

Valiant Editor-in-Chief Bob Layton revealed how the story developed, "We talked with Walt for a long time in order to come up with as many elements from his real life as possible to incorporate into the story. Walt really has a tattoo. We show him driving the car he drives in real life. His apartment as shown in the comic, is modeled after his actual home. The New York locations are all real. Even his clothes are the real thing. Artist Bernard Chang and I really pulled out all the stops to make this issue realistic and therefore exciting for Walt and his fans. Yet, at the same time, it will remain true to the loyal legion of regular *Dr. Mirage* readers."

EDITORIAL

A MOMENT WITH DON PERLIN

Sometimes I get the feeling that I was chosen as the position for *Timewalker* because I've walked, run, slipped and stumbled through more time than anyone else here at Valiant Comics. This being the fact has given me the opportunity to see comics as both a business and an art form, in various stages of growth. I was a fan of comic books as a child. Today, I enjoy them from a different perspective—as an adult and as a professional. I'm still a fan!

People have an insatiable appetite for entertainment. Comics, one of the few original American art forms, are an extremely viable entertainment medium. A combination of pictures and words to create stories that excite and delight readers requires unique skills and talents to make the blend work. In the past, hampered by cheap printing methods and cheap paper, the comics publishers relied solely on the talents of the artists and writers to sell books.

The nineties have found the technical sides of most phases of living speeding far ahead of our ability to make the most effective use of them. Jet planes are faster and larger, but passengers are still crammed into uncomfortable seats. I'm sure most of you have your own pet examples. The technical side of printing and paper manufacturing has leapt forward in great bounds. This in itself is fine. However, I've noticed this great advancement is often accompanied by the abandonment of good drawing and writing. Instead of using the technical advancements to enhance the entertainment value of the art and writing, too often it is allowed to supplant it.

The standards of quality storytelling, such as good figure drawing, perspective, design and just plain old "who, what, where, when and why", have been abandoned for "flash". Stories have become hastily constructed links for a series of flashy—but murky—illustrations.

With you, the reader in mind, however, we at Voyager Communications will continue to devote our talents, skills and energies to producing Valiant comics with the latest technical advancements and the best art and writing available.

So, get on board for the ride of your "comic book reading" life! Valiant defies them all!

Don Perlin
Creative Director

"THE CHAOS EFFECT" LEAVES VALIANT A CHANGED UNIVERSE

The Earth of the Valiant Universe is still reeling from the fallout of *The Chaos Effect*. Millions of people have been killed as a result of the worldwide electrical forces and the disastrous freak weather conditions that rocked the planet for nearly twenty-four hours. And even though several of Valiant's greatest heroes joined forces to seal the portal that served as the source of the crisis, losses (and dramatic changes!) have proven staggering!

Archer and Armstrong are gone. So is Ostrii, one of the youngest Geomancers in history. All three were ambushed by Master Darque's fiendish "Shadowman" doppleganger (in *The Chaos Effect—Omega*). Their exact whereabouts are unknown, but the cancellation of *Archer & Armstrong*, and the appearance of a brand-new *Geomancer* are both indications that they won't be back any time soon.

Master Darque and his minions did not fair so well, either. Dr. Eclipse was last seen exploding into a billion fragments over the Chaos-wielded planetary atmosphere. Quigley, the Night Monster (and once Master Darque's master) rose from the grave—immensely powerful, and much worse for the wear (all in *Secrets of the Valiant Universe* #2). Mademoiselle Noir, piloted by Colin King (in *Ninjak* #8), was ultimately destroyed by Dr. Mirage (*Chaos—Omega* again). And Master Darque himself was exiled to another reality by a freshly revitalized Martin St. James—the Shadowman of the 19th century (*Secrets* #2).

But *The Chaos Effect* can now triumph. Shadowman has more power—and a new self-assurance to go with it (*Shadowman* #23). Dr. Mirage became solid—and much more powerful—at least for a little while (*Dr. Mirage* #11). More importantly, he knows that he can become solid! Bloodshot and the Secret Weapons thwarted the Immortal Enemy and Cronos in London (*Secret Weapons* #13). Harbinger Foundation President Toyo Harada managed to defy Chaos and join forces with the Armorines, H.A.R.D. Corps, and X-O Manowar to smash the Spider Aliens (*H.A.R.D. Corps* #23). And, in the distant future, before the Destroyer shed the first part of his name (he'll be known as simply "the Destroyer" from now on), where he removed his breastplate and helped save the world. With aid from Rai and the Psi-Lords, Magnus took that breastplate and leaped through the Chaos portal, into the present, in a noble effort to halt the disaster (*Magnus Robot Fighter* #4).

Now, for the first time, Magnus will walk the streets of New York City...in 1994! A true "man out of time", the future world leader will take advice from Tomorrow's John contemplate his own future in the denouement of *Chaos—Omega*. He will battle hitters and cabbies on the streets of Manhattan, and begin a search into his own past—to find the parents he never knew. But, soon enough, Magnus will run afoul of Toyo Harada, who dispatches his Eggbreaker Harbingers to capture him, and attempt to misdirect the secrets of future history! The adventure starts in the all-new *Chaos Effect—Epilogue, Part 1* and *Part 2*, both shipping this September. The surprise ending of this Kevin VanHook/Louie Small production will shock Valiant readers for months to come! ✦

VALIANT.

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Valiant Archivist

ELIM MAK
Special Projects
Designer

Valiant Voice Staff: *Marty Stever, Jeffrey Gomez, Elim Mak, Scott Friedlander, Bob Johnson, Robin Klein*

Contributing writers: *Jeffrey Gomez, Darren Sanchez, Marty Stever, Jon Hartz, Seaborn Adamson*

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WHO WANTS TO LIVE FOREVER?

Rough Times Are in Store for Valiant's Immortal Brothers

by Seaborn Adamson

Immortals have been described as human beings who are [illegible] except from death. Some definitions even go so far as to compare those possessed with immortality to the gods of mythology and legend. Scholars have pondered the question of a troubled life upon stone chisels were first etched to stone tablets. The Valiant Universe plays host to three brothers who are the most remarkable immortals in all of comics: Gilad Anni-Padda, also called The Eternal Warrior; the youngest, Aram the Other, who currently goes by the name of Armstrong; and the eldest, Ivar, better known as the Timewalker.

These three are veritably invulnerable. If you cut them they bleed, but the wound will heal far faster than medical science can explain. Their strength and dexterity is preternatural; their constitution, formidable. Their wisdom...well, sometimes their wisdom is questionable....

If the cause of their immortality must remain a mystery for now, the pivotal role these men play within the Valiant Universe does not. The brothers appear at turning points throughout Valiant's timeline: past, present and future! The epic story of their beginnings and of their many adventures spans the history of Earth from 3270 B.C., when Ivar was born, to perhaps the end of time itself! The clues behind their mysterious origin—and the rough waters that lay ahead for them—are few but scattered throughout present Valiant continuity.

Born Into Strife

Ivar, Gilad and Aram were born into the world as are all men. While little is known of their early years (*Eternal Warrior* #1) it is known that they were born some fifty-two centuries ago. By 3228 B.C., when Gilad the One was selected to become the "Fist and the Steel of the Earth", Ivar had already set out upon his life's odyssey as the Timewalker. Aram had also set off on his own journey, one that would take him far from the warring ways of Gilad. Of their parents little is known. Their father was slain in a massacre of their people by the Mesopotamians. His head was cut off and posted upon a lance by the invaders as is evidently used high in the folds of the warriors. Was he an immortal as well? Did the secret of the Anni-Padda family die with him, or did it pass from father to son before the end?

It is known that at least two of the brothers, Gilad and Aram, have fathered children. These progeny have been long-lived and apparently inherited something very special from their fathers. As such, the special condition of the Anni-Padda's appears to be genetic. Why this is has yet to be revealed, but it is known for certain that the special forces of the world: necromancy and geomancy, have nothing to do with the extended lives of the trio. It is clear to Master Darque from his many encounters with the brothers that they cannot manipulate necromantic energy. The geomancers of the Earth can sense the Eternal Warrior's gifts and have often accepted his presence, but they know that he is not a controller of the elemental forces of the planet.

Secrets of the Timewalker

Ivar (Lan Mandragore), embarked perhaps upon the greatest adventure of all, a journey upon the space-time continuum, which transcends the space-time continuum. Ivar obtained a means by which he could view inconsistencies or "holes" in the time stream to himself, as a result from draws time-stream to himself, as a result from draws lightning. These oddities of time produce "time-arcs" or doorways of short duration. Ivar passes from one time and location to another by catching (or being captured by!) these time-arcs. He currently has no way of knowing where they will take him next, though he is struggling to find a way to take more control of his uncertain destiny. On occasion he will find himself in a place near his immortal brothers and may have an opportunity to reunite with one or both of them (*Archer & Armstrong* #8). More often than not, he will find himself on his own, and in a situation not entirely to his liking.

To help him acclimate to the times in which he finds himself, Ivar has taken the precautions of creating "safe houses" in some of the times that he has visited. A further move to ease the difficulties which accompany this unusual form of travel, the Timewalker carries silver, gold and jewels—items negotiable throughout the ages, with which to buy or barter his comforts and sustenance.

Ivar is limited in that he cannot take most human beings through the time arcs with him. One of the other regards in which the Anni-Padda's differ from normal people is the denser molecular structure of their bodies. This enables them to endure the rigors of time travel through the arcs. Passage through these arcs can easily kill a normal human. Other persons who have traveled through time arcs (*Archer & Armstrong* #10 and 11) have come to under rather unusual circumstances, utilizing a method which differs from that employed by Ivar.

Of course, the identity of Timewalker's role in *The Chaos Effect* will not soon be forgotten by the denizens of the Valiant Universe. To list were to remember all the details of this involvement—however [illegible] would ever be able to live with himself? Time will tell.

The Mission of the Eternal Warrior

Although Gilad and Armstrong are more [illegible] than either will admit, they are the two brothers whose worldviews are furthest apart. They are two sides of the same coin, each [illegible] on a mission which gives meaning and [illegible] to their lives. Gilad is a warrior but not [illegible] serviceman or [illegible]. He serves on a mission, one more important and [illegible] than anything else in his long life. Gilad is the protector of [illegible]. His charge is to safeguard and aid them in carrying out the will of the [illegible]. Over the centuries this has affected him deeply. He now attempts, whether specifically charged to or not, to halt injustices and battle the evil throughout the world. Armstrong's goal of a life filled with recreation, gratification and exciting exploits appears a waste to his elder brother. Gilad. Ivar somehow understands or makes allowances for Armstrong's lifestyle, but Gilad has been unable to find a common ground with his younger brother.

Now, of course, in Armstrong's absence, the Eternal Warrior will be granted much time to ponder his relationship with the Other. The double loss (in *Chaos Effect—Omega*) of Armstrong and Geoff, the Geomancer (Gilad's most recent charge), will undoubtedly affect him deeply. And his encounter with the belligerent Clay McHenry, the Earth's unlikely choice to be the next Geomancer, will leave Gilad to find his own way for the first time in centuries....

Armstrong's Dark Destiny

Armstrong seeks a life of entertainment, contentment and adventure—three aims which are not always in accord with one another! Over the centuries, Armstrong has earned the displeasure of more than his elder brother. A worldwide cult, or cult, [illegible] "The Order, Satan" (*Archer & Armstrong* #3). In some respects the Sect has proven to be a catalyst, directly or indirectly, for many of the adventures which Armstrong has had. They were a direct link to the formation of the bond between himself and the young Harbinger known as Archer (*Archer & Armstrong* #0). Of course, the mysterious cause of the enmity between Armstrong and the Sect was revealed within the pages of *Archer & Armstrong* #20 and the *Eternal Warrior* #25.

Armstrong has seen the best and worst of humanity and knows, perhaps more keenly than either of his brothers, far more of his fellow man than he would ever let on.

The future of these three men is being written just as their past and present is—before your very eyes. Ivar will, in his time travels, visit every corner and epoch of the Valiant Universe. While not seen in the pages of *Rai* #0, he was present and involved in many of those landmark moments. Gilad's past will continue to unfold just as his present will be clarified in *Eternal Warrior* and the upcoming *Geomancer*. But what of Armstrong?

Aram the Other vanishes at the conclusion of *The Chaos Effect—Omega*, leaving readers scant clues as to where he, Archer, and Geoff could possibly have gone. As chronicled in *Rai* #0 he has adventures yet to be depicted. Future history shows that Armstrong disappears, grief-stricken, after Archer's dies saving his life. Where will he go in that great expanse of time? Before long, the fate of Armstrong will, indeed, be revealed. Keep an eye on Valiant's "future" books (*Magnus Robot Fighter, Rai*, and *Psi-Lords*) for further developments! ●

VOICE MAIL

Please address all correspondence to:
VALIANT VOICE™
c/o VOYAGER COMMUNICATIONS
275 Seventh Ave.
New York, NY 10001

SHADOWS OVER THE BIG EASY

Shadowman is my favorite title and I really love the direction it's heading. Bob Hall is doing a superb job on this book; please don't let him go! Without him, I'd be afraid the book's quality would seriously drop. A few questions: Will Maxim St. James wake up from his [illegible] thanks [illegible] he is still alive? Who or what caused him to go into this coma? Also, will *X-O Manowar* be paying a visit to the Big Easy anytime soon? A team-up between X-O and Shadowman would make a great story!

Marc Doucette
Moncton, Canada

Bob Hall will be sticking with Shadowman for a while yet, Monsieur Doucette. As you probably know by now, the Max St. James Shadowman has awakened from his mysterious coma (and we ain't telling ya how he got there!) during ***The Chaos Effect*** *(in* ***Secrets of the Valiant Universe*** *#2), and proceeded to zap Master Darque into the nether regions! At this time, Nettie may not be too keen on Max's whereabouts, but you never know. As for whether X-O Manowar will be soarin' into N'awlins in the near future...well, not as far as we can tell, but one never knows...does one?*

CHAOS WATCH IN EFFECT

Some thoughts on the *Alpha* issue of ***The Chaos Effect***.

I'll be honest with you folks—you're going to have to go to some lengths to top ***Unity***. That story was one of the best put together crossovers it has ever been my pleasure to read, and an accomplishment like that is hard to beat.

So far, though, it looks like you're off to a flying start. My interest is piqued by the menace at hand, and I'm wondering just what role Master Darque plays in causing it! Oh, wait a minute...he looks just as surprised as the heroes by what's going on! Does that mean Darque isn't the cause after all? Now I'm *really* interested in seeing where you're going with this!

I'm also looking forward to seeing what role Timewalker will play in resolving this problem, and in learning more about who the mysterious Visitor is! But, what really tickled my fancy about this issue, is the fact that Dr. Mirage finally got solid again...something I've been aching to see him do since he first got his own book almost a year ago! The question is, after this is all over, will he be able to stay solid? I hope so!

Finally, I'm also anxious to know if the increased power levels found in Shadowman and Dr. Eclipse will be permanent or just temporary. I suppose future issues will tell that story!

So, until this whole megilla plays itself out, I guess that's all I've got to say! I'll be watching this one very closely...don't let me down!

David Peattie
Concord, CA

By the time you read this, you'll realize ***The Chaos Effect*** *was no lightweight exercise in pyrotechnics, David! Master Darque, Dr. Mirage, Shadowman, and Dr. Eclipse will all have been permanently affected by the crisis. And, while you'll get a second peak at the Visitor in* ***Chaos—Omega****, be sure to look for his next appearance, ominously titled...****The Visitor Vs. the Valiant Universe!*** *Coming this fall.*

THUMBS UP FROM DOC CONTINUITY

It is said that the best things in life are free! That was certainly true on a recent visit to Rock's Comics of Madison Heights, Michigan, when the manager slapped ***The Chaos Effect—Alpha*** on top of that day's purchases!

One of the reasons I've stuck with Valiant from the beginning is that I am an absolute continuity nut! Just call me Doc Continuity! It drives me crazy when a company like DC, which ostensibly has a shared universe, misses the opportunity to use that in a story. Not so you guys! Characters like Dr. Eclipse and Ostermen can appear anywhere—they're not locked into a particular hero's rogues gallery. Any of your heroes can run across a nest of Spider Aliens. Thus, when you have a company-wide crossover like *Unity* or ***The Chaos Effect***, it doesn't seem forced. It's merely the culmination of events that have been naturally building in your individual titles. The effects of *Unity*, in fact, are still being felt and seen in your titles today, which makes me wonder what you plan for Valiant Earth after ***Chaos***.

Making Timewalker—a character whose title hasn't even debuted yet—responsible for unleashing ***The Chaos Effect*** was a bold move! Most companies would have opted for a villain as the catalyst for these events. This is one of the downsides to time travel I don't recall DC's *Rip Hunter* ever dealing with! I can't wait to see how these events affect Magnus' time!

Bloodshot's nanites deactivated?? That does not sound good! It's a good thing H.A.R.D. Corps were out in space, or they'd be comatose again! And Armorines and X-O Manowar would be so much dead weight! The first appearance by the Visitor, eh? And all this for free?? What a deal!

Bob Kowalski
Detroit, MI

Thanks for the ***Chaos*** *kudos, Bob! Keeping track of continuity through each of the story arcs, and weaving all the threads back into* ***The Chaos Effect—Omega*** *was no easy task! And you can rest assured, as with* ***Unity****, the aftermath of the* ***Chaos Effect*** *storylines will affect the Valiant Universe for years to come!*

TAKE US OUT IN TRADE

Thank you for your commitment to the readers of your comics. My budget being stretched in these bountiful times, I appreciate your offering of back issues in the trade paperback format. Now I am able to afford the classic Valiant back issues. Thanks to the ***Shadowman*** trade, I now have the whole story. The ***Valiant Era*** trade gave me four ***Eternal Warrior*** stories I otherwise would have had to live without. The same with the ***Rai, X-O Manowar,*** and ***Harbinger*** trades. I've just acquired ***Alpha and Omega — The Story of Solar, Man of the Atom*** #0, and devoured it with delight. And now, you are reprinting the ***Unity*** storyline (as my earlier letters have requested)! Many thanks from this comic reader.

But why stop with ***The Unity Saga***? Those early issues of ***Magnus Robot Fighter*** I wish to read are far and away out of my financial reach. With your continued reprinting, I may someday own, in one form or another, every issue you put out.

Roy Reist
Huntington Beach, CA

The ***Steel Nation*** *trade paperback, collecting those classic first four issues of* ***Magnus Robot Fighter****, is on its way, Roy. Valiant plans to continue its trade paperback library program as long as readers like you ask for them.*

NEWS FLASH

Valiant Books Topping Charts

Every Valiant fan is aware that we've been putting lots of energy into our book program. We've published our first hardcovers, ***Solar, Man of the Atom*** and ***The Unity Saga*** trade paperback #1 with elan, and plan to publish a book each month throughout 1994. Reader enthusiasm for the increase in book publishing has been terrific. According to Diamond Comic Distributors, the largest distributor of Valiant comics, the ***Solar, Man of the Atom*** #0 trade paperback was their top selling book for March, ***The Unity Saga*** #1 was the top seller for May, and ***The Unity Saga*** #2 took the second spot for June. Thank you, readers, for making Valiant's trade paperback program a success!

Valiant Wins The Gemmy

Speaking of Diamond Comic Distributors, each year Diamond gives out "The Gemmies" at their annual trade show for retailers. This year, Valiant captured two of the coveted awards. The first was for being Diamond's corporate [illegible] Diamond's corporate [illegible] in front of Image. The second Gemmy was for "Innovation of the Year," awarded for ***X-O Manowar*** #0's wraparound cover. The award was presented by Diamond's Steve Geppi, star of the AT&T TV commercial that's in heavy rotation these days. In his acceptance speech, Valiant Publisher Steve Massarsky thanked Diamond for the award, as well as Fred Pierce, who ran the project for Valiant. He also thanked the folks at Signs and Glassworks, who printed the cover, the retailers who supported the book, readers for buying ***X-O Manowar*** #0, and Joe Quesada for creating such a great piece of art.

Hard to Find!

As a special ordering incentive for retailers, Valiant created the ***Chaos Effect Alpha-Red***. Only 2,000 of this special book were printed. Other announced ***Chaos Effect*** special books include a ***Chaos Effect Omega-Gold***, the Valiant Validated Signature Series edition of ***Chaos Effect-Alpha***—signed by Bob Layton, Bernard Chang, and Jerry Ordway, and the ***Chaos Effect Thank You Edition***—a boxed set of all the Chaos Effect books presented to a limited number of retailers, as well as winners of Wizard's ***Chaos Effect*** contest. Less than 500 of the ***Thank You Editions*** will be produced.

VALIANT COLORI

NG CHALLENGE #2

Color MIKE BAIR's BLOODSHOT & Win a Gold Logo Book!

Since Valiant's inception, we have continued to lead the indus with our hand-painted colors. Far from just filling in the blan our colorists are an integral part of our creative team. Here's y chance to lay down some vibrant hues over this rockin' renditi of Michael Lazarus in a world of trouble, as portrayed by one of hottest artists, ***Bloodshot Yearbook*** penciller/inker Mike B This winter, Bloodshot will face his greatest challenge yet—a this picture (featuring Ninjak and the new Secret Weapons) is j a teaser of what's to come!

To win your copy of a Valiant Gold Logo book, follow the simple steps:

1. Reduce the artwork on a photocopier by 65%. In doing th you create a smaller, easier version to color, just like we do our studio.

2. At Valiant we use Dr. Martin watercolor paints to color our comics, but you may use the medium of your choice to color the photocopy (i.e., colored pencils, markers, watercolors, crayons, etc.).
3. Please print your name, age, address, and phone number clearly on the back of the artwork.
4. Send your art (or a color photocopy of it) to:

VALIANT COLORING CHALLENGE
c/o Voyager Communications Inc.
275 Seventh Avenue, 14th Floor
New York, NY 10001

Color quickly! All entries must be postmarked before midnight August 31, 1994. Sorry, but no entries will be returned, so if you wish to keep your entry, send a color photocopy instead. Editor-in-Chief Bob Layton and Executive Editor Tony Bedard will pick what they consider the three best entries. Winners will have their artwork displayed in an upcoming issue of the *Valiant Voice*—and will receive a Valiant Gold Logo book!

A VIEW FROM WITHIN

ARTIST SPOTLIGHT

In today's comic book industry, exciting young pencillers are a hot commodity. As most fans will point out, quality art is just as important as solid stories and interesting characters. Valiant prides itself on providing all three of these factors in every issue we publish. We do this with the help of several artists that fans may already be familiar with, such as Bernard Chang, Sean Chen, and Bob Hall. Just as important to us, though, are two of our up-and-coming, but no less talented pencillers, Ted Halsted and Yvel Guichet. They have already contributed greatly to the Valiant line, and have accomplished this despite being relative newcomers to comics. This month, we'll take a look at these two rising star artists, and get to know them a little better...

YVEL GUICHET

FDS: *First off, why don't you tell me a little about yourselves?*

Yvel: Well, I'm twenty-one years old, and I was born and raised in Brooklyn, New York.

Ted: I'm twenty-five and was born in Kampala, Uganda. My dad was in the State Department.

FDS: *You guys have already done several books for Valiant. Which ones have you done, and what are you working on currently?*

Yvel: I've done some *Eternal Warrior* (#4, 15, and 16), *Shadowman* (#8,13), and a few *H.A.R.D. Corps* (#11 through 16). Most recently I did the *Chaos* book, *Secrets of the Valiant Universe #2*. As far as what I'm doing now, it's *Ninjak #10*.

Ted: Some of the stuff I've done are various issues of *Bloodshot*, *H.A.R.D. Corps* and a *Secret Weapons* I did with Joe St. Pierre. My current project is *Eternal Warrior*. I've been on that book since issue #17.

FDS: *Who would you say inspired you artistically?*

Ted: Some of my influences would have to be...Barry Windsor-Smith, Al Williamson, Alex Raymond, Andrew Loomis, and C.D. Gibson. There are others, of course, but these stand out. Each one of those guys does certain things absolutely brilliantly.

Yvel: My biggest artistic influence came from my best friend in junior high school, Garmel Jonas. I guess you could say we were drawing buddies. We used to create characters together and compete to see who could make the coolest ones. If you're looking for me to name a professional that I like, I guess it would be Kelly Jones.

FDS: *Why did you decide to be a comic artist, and how did you get into the field?*

Ted: I never really got into comic books until I was in college. A friend of mine used to draw a lot, so I began to draw too. It became a competitive thing similar to Yvel and his friend. I decided to be a comics artist because I didn't want to get a 'real' job. Too boring... I had a job on Wall Street in advertising sales and I hated getting up so early every morning and putting on that suit and tie. The way I broke into the industry was pretty typical. I drew up four pages and went to a big 1991 New York comic book convention. I gave copies of them to (Valiant Vice President) Jon Rarz, and soon after that I left for Africa. While I was there I got a call from Submissions Director Don Perlin, and he asked me to come on up. I worked on *Knob Kow* as an assistant for a while, and then I got a break.

Yvel: The science fiction aspect is what attracted me to comics. In comics, as in SF, you can always go to distant places because you're limited only by the imagination. The comic medium, I felt, was the best place for me to express my own creativity. A friend of mine in college got me an interview with Don Perlin, just like Ted. Don didn't like my portfolio at first. Too many pin-up shots. He wanted to see some sequential storytelling. I came back with a revised portfolio, and I was given *Eternal Warrior* #4.

FDS: *Of all the companies out there, why did you choose to approach Valiant?*

Yvel: I guess you could say it was luck. Valiant is the kind of company that makes things a little more personal. I've also always liked the way Valiant produces books. The company takes care to put out quality comics.

Ted: I liked the environment up in the Valiant office. In a company this size, I felt like the Absorbing Man. I could learn a little from everyone because the guys up here all work together in the studio. Guys like Bob Layton, Don Perlin, and Barry Windsor-Smith were always around to give their advice.

FDS: *Is there any particular writer or artist that you would like to work with in the future?*

Yvel: I never really thought much about that. There's no one in particular. I just want to work to make my stuff as good as possible.

Ted: I'm very excited to be working with John Ostrander on upcoming issues of *Eternal Warrior*. My goal is to stay on E.W. a long time and make it one of the best books out there.

FDS: *We know that you guys are both into comics. What other hobbies do you enjoy?*

Yvel: I like to paint models, and just paint in general. Also (*pumping his arms up and down*), I enjoy lifting weights.

Ted: You too?! I like to work out a lot, too.

Yvel: Have you ever gotten sick on Gatorade? I tell you, it's not funny.

Ted: (*still laughing*) Some of my other hobbies are reading and illustrating a children's book that I'm co-creating. It's going to be big. Lunch boxes, backpacks, everything...

FDS: *My last question is for the fans: I've heard that the most common question asked at conventions is, "What advice would you have for someone who wants to draw comics for a living?"*

Yvel: To any youngster: don't let people discourage you. If you see comics as a way to express yourself, don't be afraid to go for it. Be creative and don't try to copy someone else's style. Just be yourself.

Ted: I would say practice and be sure to study the right influences, such as Al Williamson. Then, start hustling. Attend conventions, be pleasant but persistent. Also, make sure you look presentable when you're showing your work. That's pretty important.

TED HALSTED

DFS

Darren Sanchez
Production Manager

JOHN OSTRANDER TAKES ON ETERNAL WARRIOR

John Ostrander returns to Valiant this July, when he takes over the writing duties on *Eternal Warrior*, beginning with issue #27. Ostrander, who is considered one of comics' hottest writers, will be stepping in for Kevin VanHook, who is leaving the series to begin work on *The Visitor*. *The Eternal Warrior* art team of Ted Halsted and Mike DeCarlo remains in place.

"Those who know my past work know I'm drawn to dark, moody characters prone to violence, but with a code of honor. The Eternal Warrior, probably more than any other Valiant hero, is the sort of character I'm known for doing well. I look forward not only to writing his adventures, but to exploring his character and the themes of the book. It may not be a marriage made in heaven, but it might be a match made in Hell."

John Ostrander's run on *Eternal Warrior* begins immediately after *The Chaos Effect* mega-adventure concludes. Gilad Abrams must use *The Book of Geomancer* to help him find the Earth's choice of replacement for Geoff the Geomancer. These events will take place in *Eternal Warrior* #27 and *Geomancer* #1.

Having found the new Geomancer, the Eternal Warrior will, for reasons explained in *Geomancer* #1, find himself out of a job he's had for thousands of years. From this point, Ostrander will craft the story of a warrior in search of a new focus.

Ostrander revealed an interesting element he's going to mine for the story line:

"Because Gilad has seen so many civilizations rise and fall, he's not one to believe in the supremacy of law, and doesn't consider himself subject to any one society's law. He believes in his own strict code of honor and doesn't consider breaking the law 'wrong.' He believes in justice."

Valiant Specials Explode in October

In October, Valiant will be releasing four specials of particular interest to loyal fans. All four are issues from ongoing irregular series. Valiant's philosophy behind ongoing irregular series is that it gives creators an opportunity to tell stories set in the Valiant Universe that may not fit easily into any regular title. Here's what to look for this fall:

UNITY™: THE LOST CHAPTERS #1
Starring X-O Manowar
By Kevin VanHook and Michael Bair
$3.95, 48 pages, cardstock cover.

Brought to you by the creative team from the sellout hit *Bloodshot Yearbook #1*! This epic tale of battle and revenge takes place during the *Unity Saga*. During *Unity*, X-O Manowar was shown nearly bitten in two by a bloodsaur T-Rex in the Lost Land. From that point, X-O nearly disappeared from the *Unity* story line, only to reappear near the climax, prepared to exact his revenge! This tale relates how X-O became a leader in the Lost Land, and what happened to X-O after being wounded, as he crusades against Mothergod's deadliest creations. Michael Bair's art on this one looks super-hot!

HARBINGER FILES™ #2
By Fred Pierce, John Ross, and Rudy Nebres
$2.50
Featuring the debut of The Harbinger!

For years, Harada has conducted a secret experiment that not even his closest associates have been aware of. Now, at last, the Harbinger Foundation's ultimate weapon is released! A genetically engineered warrior with unstoppable powers, this mysterious assassin, dubbed "The Harbinger," could be the key to all of Harada's plans for global power—if he doesn't turn on Harada first! Blam! The Harbinger is a character readers have seen before!

SECRETS OF THE VALIANT UNIVERSE™ #1
Starring Sho Sugioo, The Second Rai
By Bob Layton, George Saravia, and Gonzalo Mayo
$2.25
Featuring Eelee Pierce™—Mothergod™

Bursting from the pages of *Rai #0*, Sho Sugioo—the second Rai—is the protector of Japan and the servant of Grandmother, the computer that rules Japan. When he has a conflict with Grandmother, he is deposed to the Lost Land. There he faces an even deadlier challenge—Mothergod. His epic adventures will impact the entire Valiant Universe. Written by Valiant Visionary Bob Layton, with art by the team that's been winning acclaim for their work on *Magnus Robot Fighter*, George Saravia and Gonzalo Mayo, this one is sure to be smokin'! This story leads into the recently announced *Turok, Dinosaur Hunter* video game, now in development at Acclaim.

VALIANT READER™ 1994
By The Whole Valiant Gang
95¢
This book was rescheduled from June.

This inexpensive comic is an introduction to every one of our ongoing titles and a fantastic way for readers to turn on to Valiant. Each title is featured with a rundown on what has happened from issue #1 through the current story line. For readers who haven't collected all the back issues, this is the perfect vehicle for learning how their favorite characters got where they are today.

COMING THIS AUGUST

❑ TIMEWALKER #1

By Bob Hall, Don Perlin, and Gonzalo Mayo
$2.50 U.S./$3.50 Canadian
Wraparound Cover
Includes extra bonus pages of art and activity!

Jumping from the pages of ***The Chaos Effect***, Timewalker (Ivar) is thrown through time and finds himself helping Boadicea fight Roman oppression. The fight is hardly begun when he is again transported across the centuries into Nazi Germany. Can Timewalker infiltrate the Reich's most heavily guarded prison to free a man who might later give Hitler the ultimate weapon? Bob Hall has won critical acclaim for his ***Shadowman*** scripts; penciler Don Perlin is leaving ***Bloodshot*** to join the ***Timewalker*** team, and Gonzalo Mayo will ink over Don's great pencils while continuing his incredible work on ***Magnus Robot Fighter***.

❑ NINJAK #1

By Mike Baron, Bryan Hitch, and Andy Lanning
$3.95 U.S./$5.50 Canadian
Featuring Dr. Silk, The Eyrok, and the Seventh Dragon
And Introducing: After a luxury liner is devastated by a small nuclear bomb, Ninjak discovers that his archenemy, Dr. Silk, has developed a way to graft the warrior's senses with small, easily concealed cybernetic implants. Ninjak races to avert nuclear disaster, crossing swords with notorious terrorist Tiba Hayate and Dr. Silk's new assistants, the Seventh Dragon. Dave Gibbons (*The Watchmen*) provides the cover for this issue, featuring the first Valiant work by Bryan Hitch.

❑ UNITY SAGA #4

$2.95 U.S./$3.95 Canadian
Collecting *Avi* #7; *Harbinger* #0; *Solar, Man of the Atom* #13; and *Unity* #1 which make up chapters 15-18 of *Unity*.
Includes 8 page cover gallery by Barry Windsor-Smith and Walt Simonson.
Time is Not Absolute
The last of four trade paperbacks that retell the incredible *Unity* saga of 1992. For readers who want to get the entire crossover story that has set the stage for every Valiant comic since! The combined might of the Valiant Universe fight Master Darque (Chris Priest), who using her godlike powers to remake time in her own image. This volume includes the first book of fall.

❑ MIRAGE #13

By Bob Layton, Bernard Chang, and Ken Branch
$2.50 U.S./$3.50 Canadian
Featuring Clayton Imp spare hook, star of *All My Children*, Walt Willey
Shadowman and Walt Willey is hunted by demonic cult that will consider a murderous genius and has hopefully his best workers. Protecting and guide "Samuel" of the cult during what does to not always necessary for Mirage to help. The two are forced to fall the cult and work each other to escape.

VALIDATED VALIANT SIGNATURE SERIES (VVSS)

- *Chaos Effect-Aladar* VVSS Edition
  Signed by Bob Layton, Bernard Chang, and Jerry Ordway
- *Geomancer* #1 VVSS Edition
  Signed by Maurice Fontenot, Rags Morales, and Ken Branch

ALSO THIS MONTH:

❑  #6

❑  #24

❑  #15

❑  #22

❑  #42

❑  #31

❑  #28

❑  #10

❑  #39

❑  #2

❑  #4

❑  #18

❑  #35

❑  #27

❑  #34

COURTESY OF:

NEXT ISSUE:

Another great Gold Sack-o-Loot issue filled with [illegible] Secrets of the Valiant Universe [illegible] and more about the plans for the Valiant X-O Manowar and Ninja-storyline.